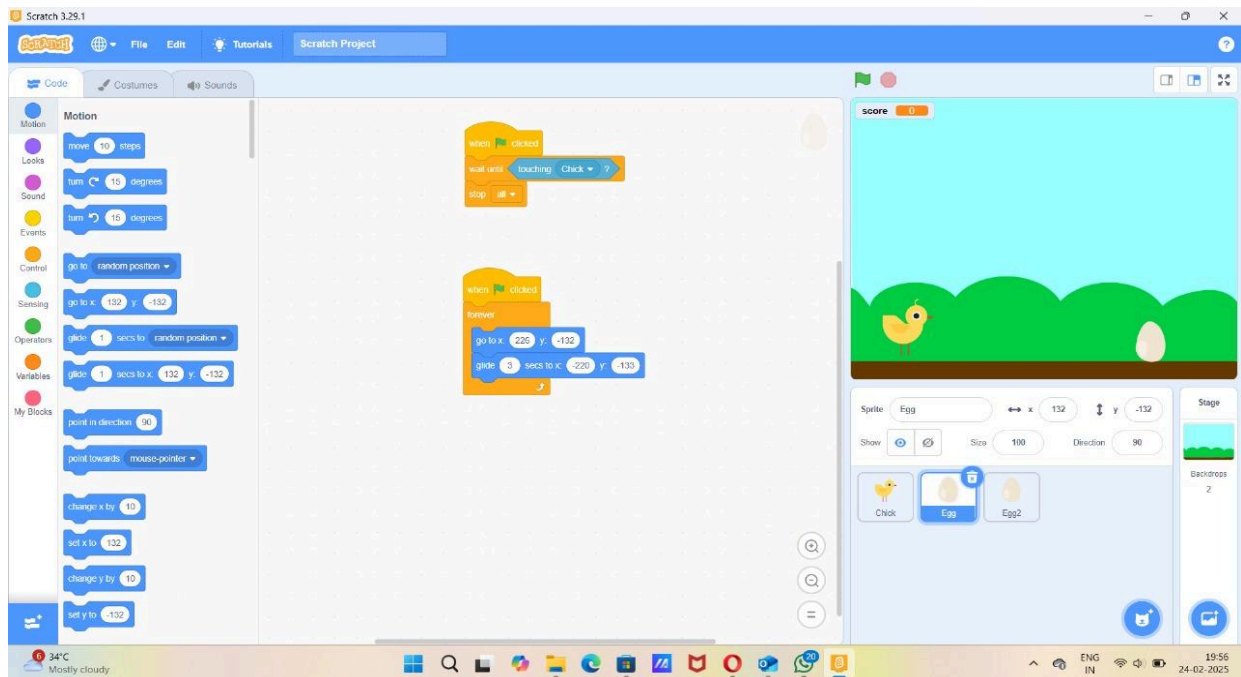
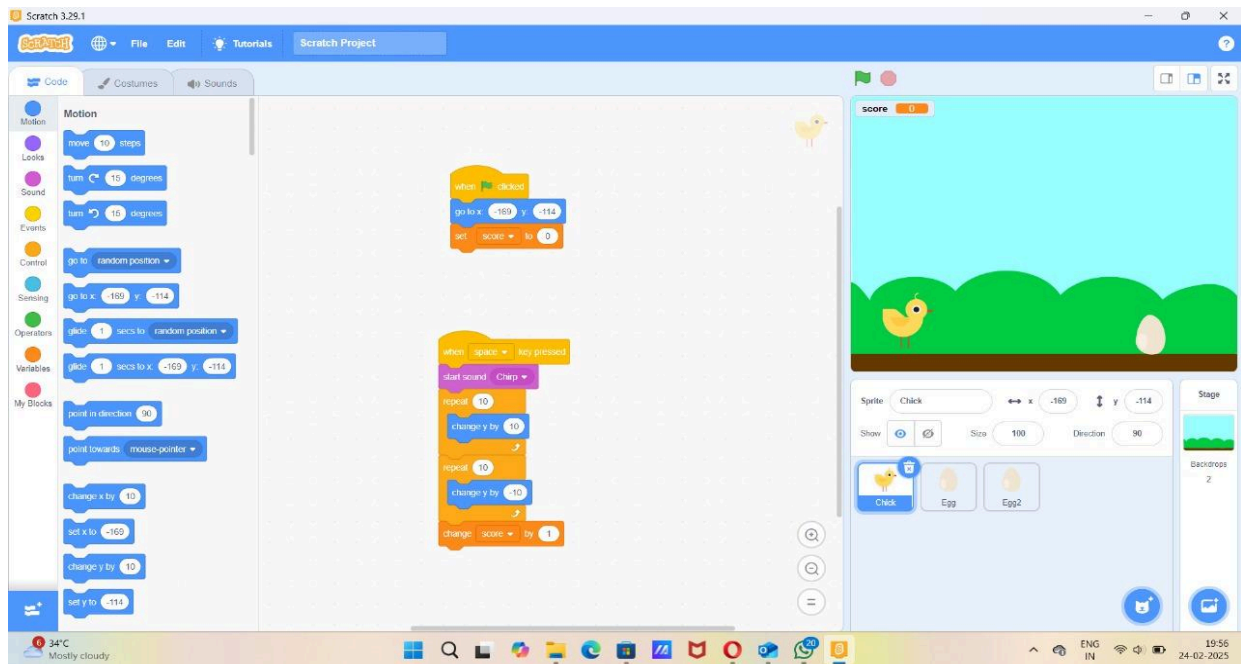
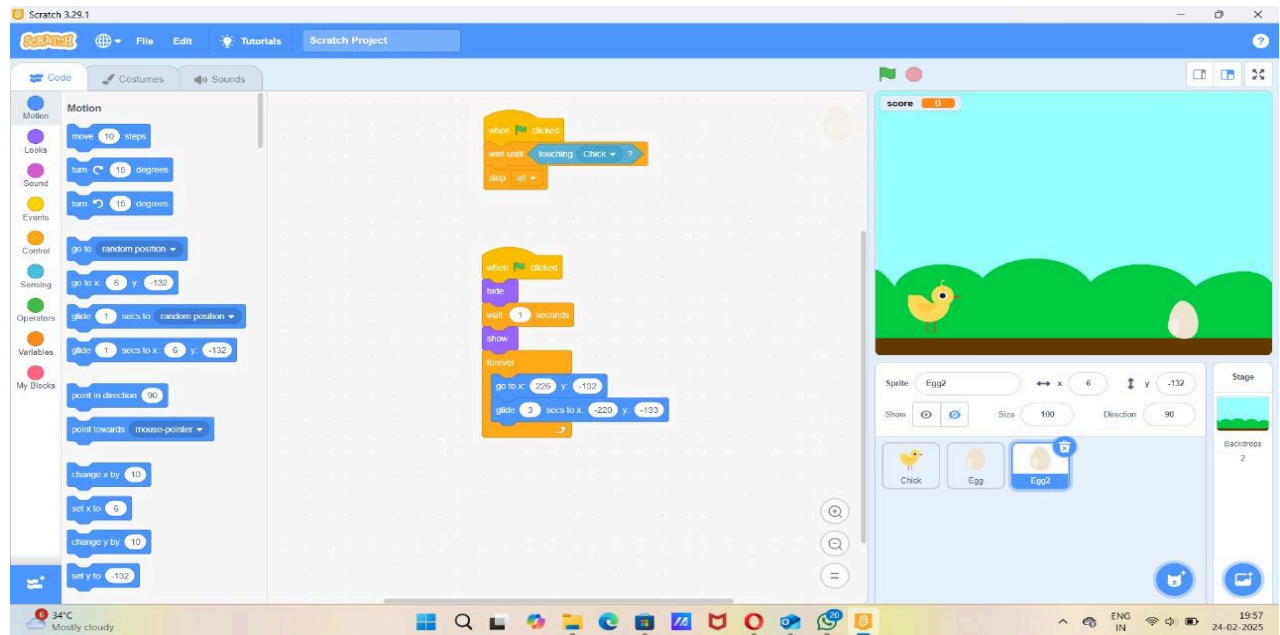
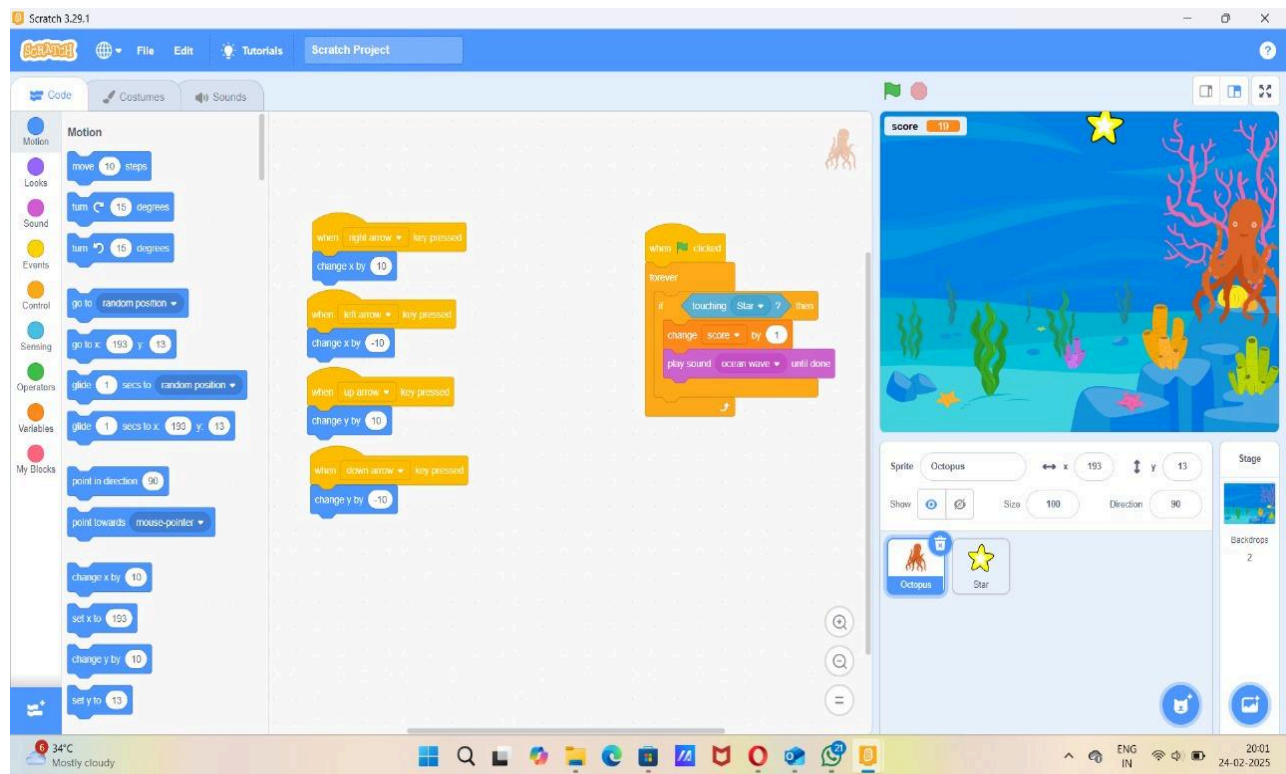


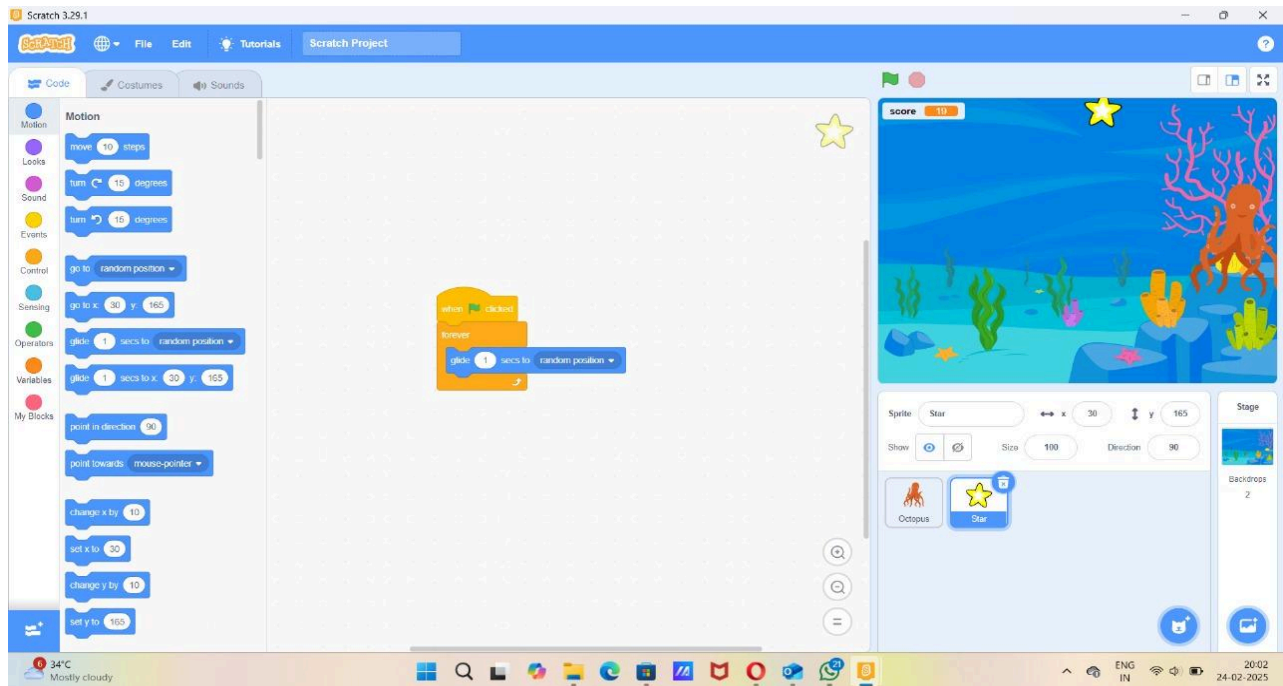
Scratch game 1



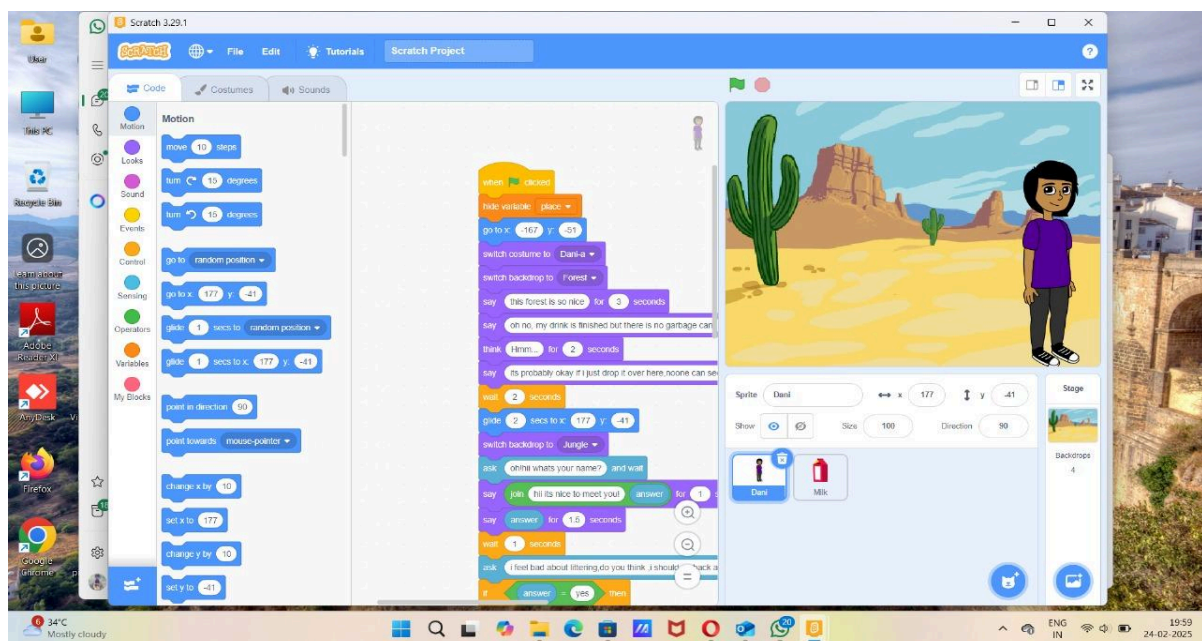


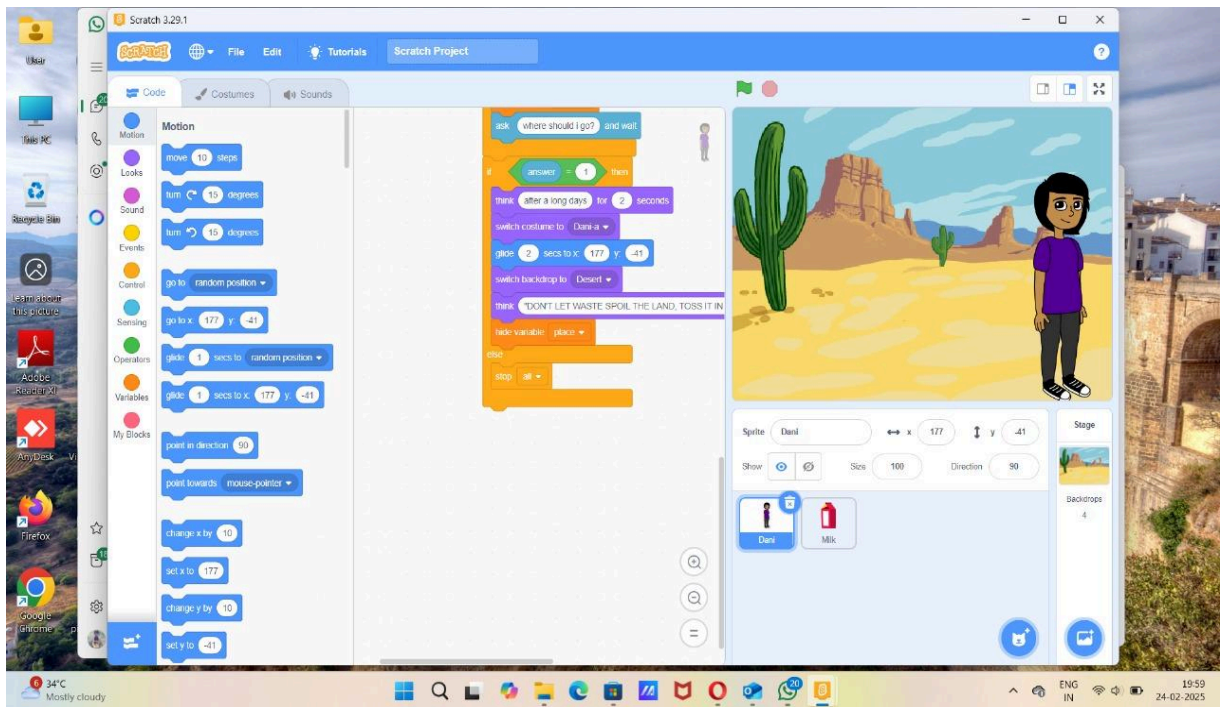
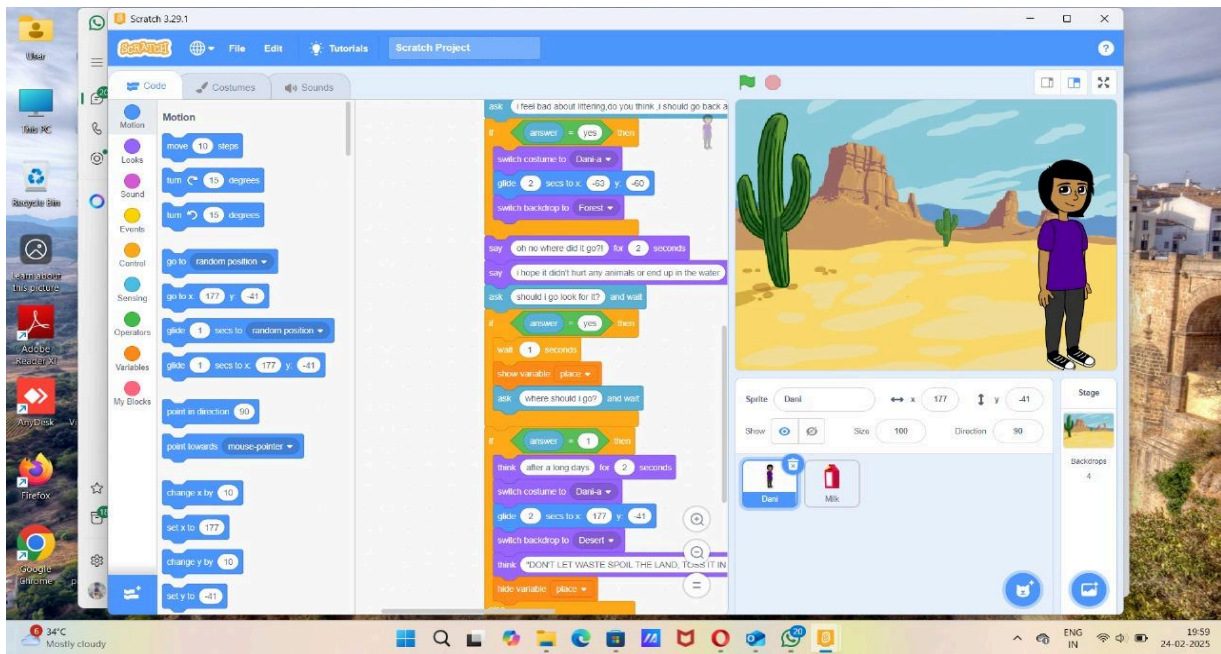
Scratch game 2

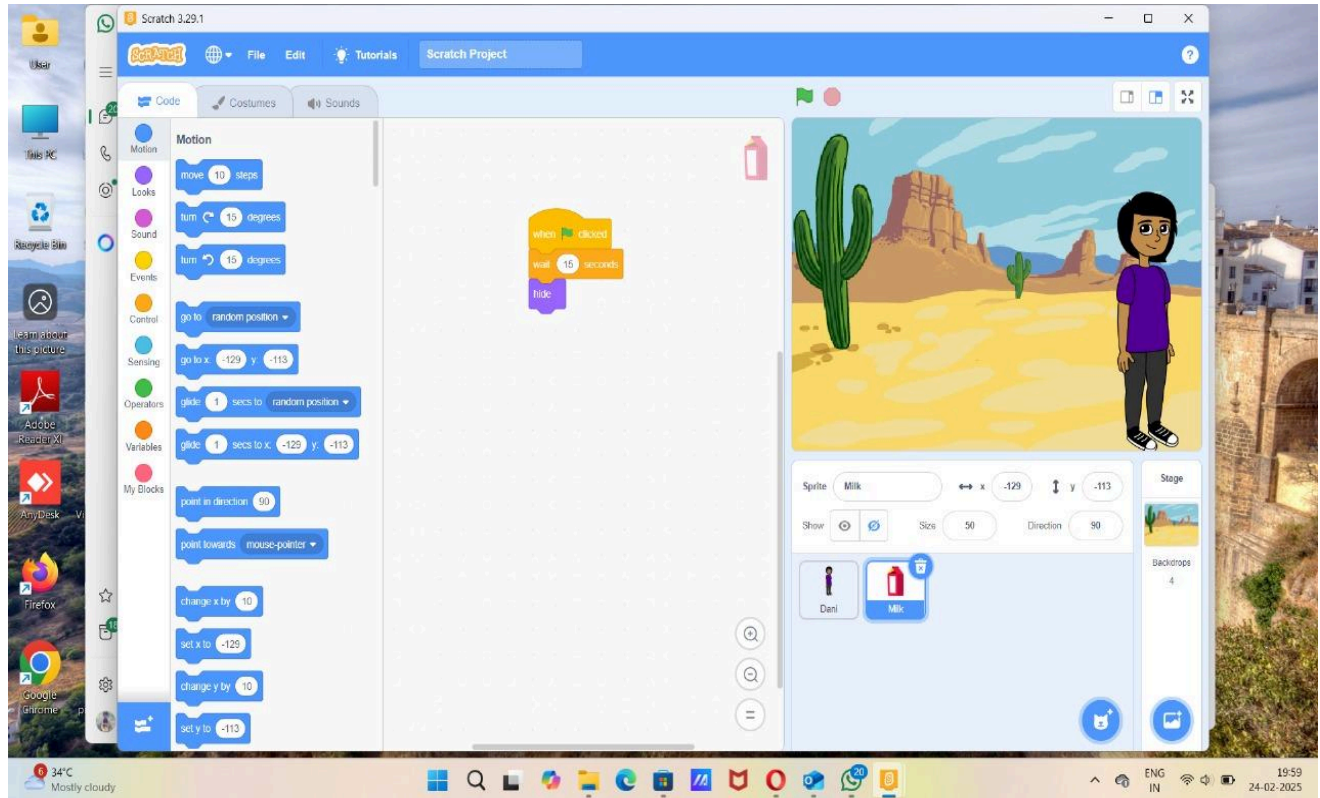




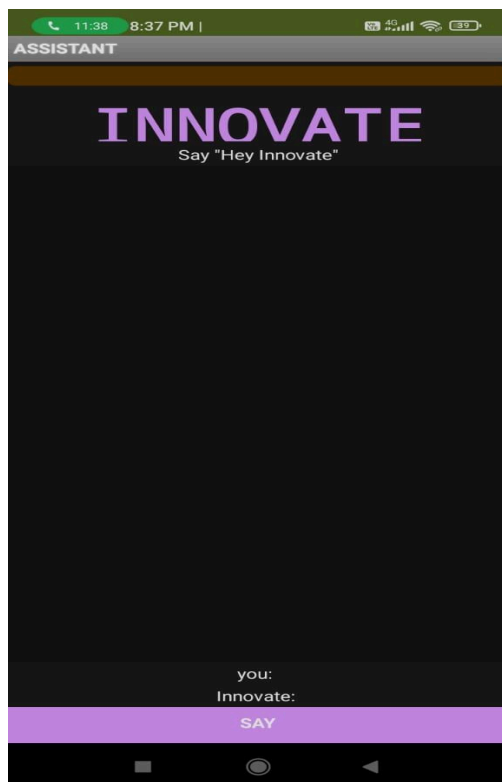
Scratch Story







Mit application 1 - innovative AI



MIT APP INVENTOR

Projects • Connect • Build • Settings • Help • My Projects View Trash Guide Report an Issue English • abirami.3.3@protonmail.com

INNOVATE_AI Screen1 Add Screen ... Remove Screen Project Properties Publish to Gallery Designer Blocks

Blocks

- Built-in
 - Control
 - Logic
 - Math
 - Text
 - Lists
 - Dictionaries
 - Colors
 - Variables
 - Procedures
- Screen1
 - Slider1
 - Label1
 - Label2
 - WebView1
 - HorizontalArrangement1

Viewer

initialize global graphics to 0

initialize global you to 0

when Screen1 Initialize

- do
 - call SpeechRecognizer1 . GetText
 - set TextBox1 . Visible to false
 - set Button1 . BackgroundColor to blue
 - set Button1 . Text to SAY

when Button1 Click

- do
 - set Clock1 . TimerEnabled to true
 - set WebView1 . Visible to true
 - call SpeechRecognizer1 . GetText
 - if Button1 . Text = READ
 - then call TextToSpeech1 . Speak
 - message TextBox1 . Text
 - set Button1 . BackgroundColor to blue

Show Warnings

Privacy Policy and Terms of Use Accessibility: accessibility.mit.edu

MIT APP INVENTOR

Projects • Connect • Build • Settings • Help • My Projects View Trash Guide Report an Issue English • abirami.3.3@protonmail.com

INNOVATE_AI Screen1 Add Screen ... Remove Screen Project Properties Publish to Gallery Designer Blocks

Blocks

- Built-in
 - Control
 - Logic
 - Math
 - Text
 - Lists
 - Dictionaries
 - Colors
 - Variables
 - Procedures
- Screen1
 - Slider1
 - Label1
 - Label2
 - WebView1
 - HorizontalArrangement1

Viewer

call SpeechRecognizer1 . GetText

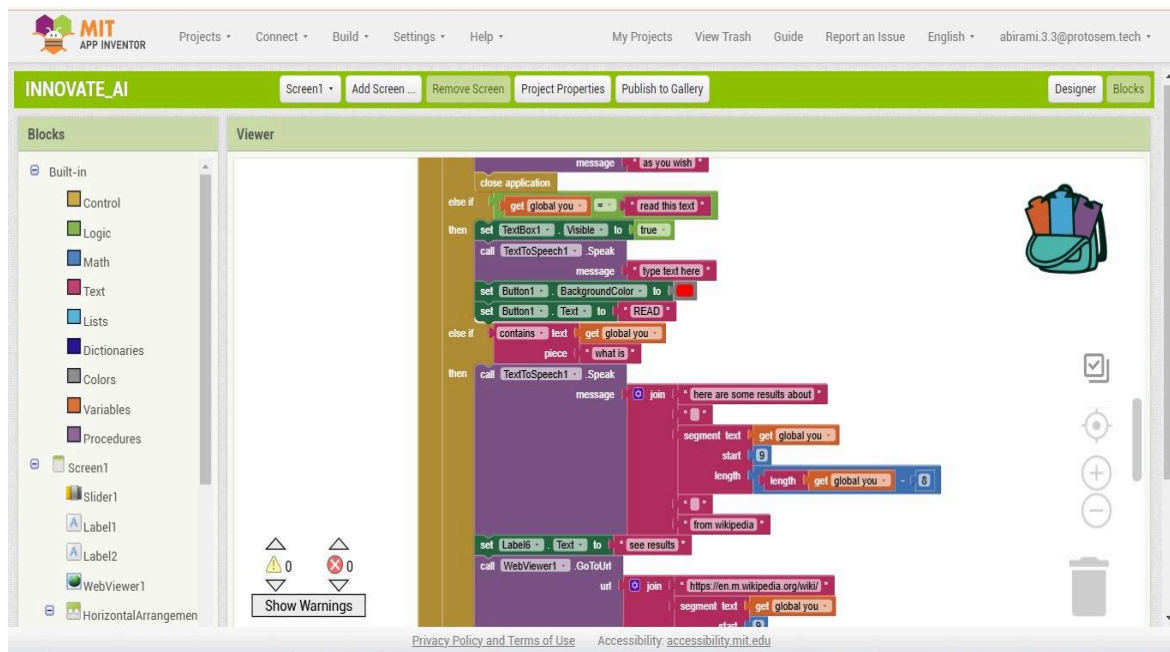
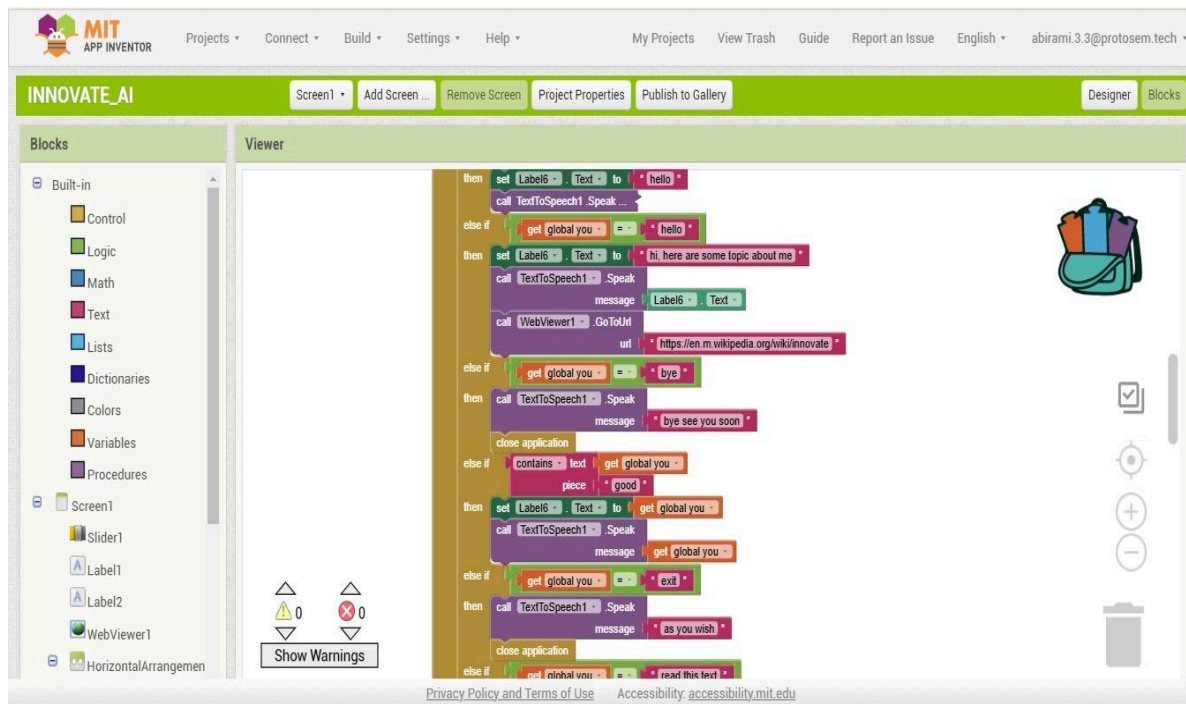
- if Button1 . Text = READ
 - then call TextToSpeech1 . Speak
 - message TextBox1 . Text
 - set Button1 . BackgroundColor to blue
 - set Button1 . Text to SAY

when SpeechRecognizer1 . AfterGettingText

- result partial
- do
 - set Label4 . Text to get result
 - set global you to get result
 - if get global you = hey innovate
 - then set Label6 . Text to hi, how can i help you
 - call TextToSpeech1 . Speak
 - message hi, how can i help you
 - else if get global you = hi
 - then set Label6 . Text to hello
 - call TextToSpeech1 . Speak ...

Show Warnings

Privacy Policy and Terms of Use Accessibility: accessibility.mit.edu



MIT APP INVENTOR

Projects • Connect • Build • Settings • Help • My Projects View Trash Guide Report an Issue English • abirami.3.3@protonmail.com

INNOVATE_AI Screen1 • Add Screen ... Remove Screen Project Properties Publish to Gallery Designer Blocks

Blocks

- Built-in
 - Control
 - Logic
 - Math
 - Text
 - Lists
 - Dictionaries
 - Colors
 - Variables
 - Procedures
- Screen1
 - Slider1
 - Label1
 - Label2
 - WebView1
 - HorizontalArrangement1

Viewer

call (WebView1) GoToUrl
url join ["https://en.m.wikipedia.org/wiki/",
segment text get global you
start 9
length length get global you - 8]

else if contains text get global you
piece where is

then call (TextToSpeech1) Speak
message join ["here is",
segment text get global you
start 10
length length get global you - 9]

call (WebView1) GoToUrl
url join ["https://www.openstreetmap.org/search?query=",
segment text get global you
start 10
length length get global you - 9]

else call (WebView1) GoToUrl
url join ["https://en.m.wikipedia.org/wiki/",
segment text get global you
start 10
length length get global you - 9]

Show Warnings

Privacy Policy and Terms of Use Accessibility: accessibility.mit.edu

MIT APP INVENTOR

Projects • Connect • Build • Settings • Help • My Projects View Trash Guide Report an Issue English • abirami.3.3@protonmail.com

INNOVATE_AI Screen1 • Add Screen ... Remove Screen Project Properties Publish to Gallery Designer Blocks

Blocks

- Built-in
 - Control
 - Logic
 - Math
 - Text
 - Lists
 - Dictionaries
 - Colors
 - Variables
 - Procedures
- Screen1
 - Slider1
 - Label1
 - Label2
 - WebView1
 - HorizontalArrangement1

Viewer

else call (WebView1) GoToUrl
url join ["https://en.m.wikipedia.org/wiki/",
segment text get global you
start 10
length length get global you - 9]

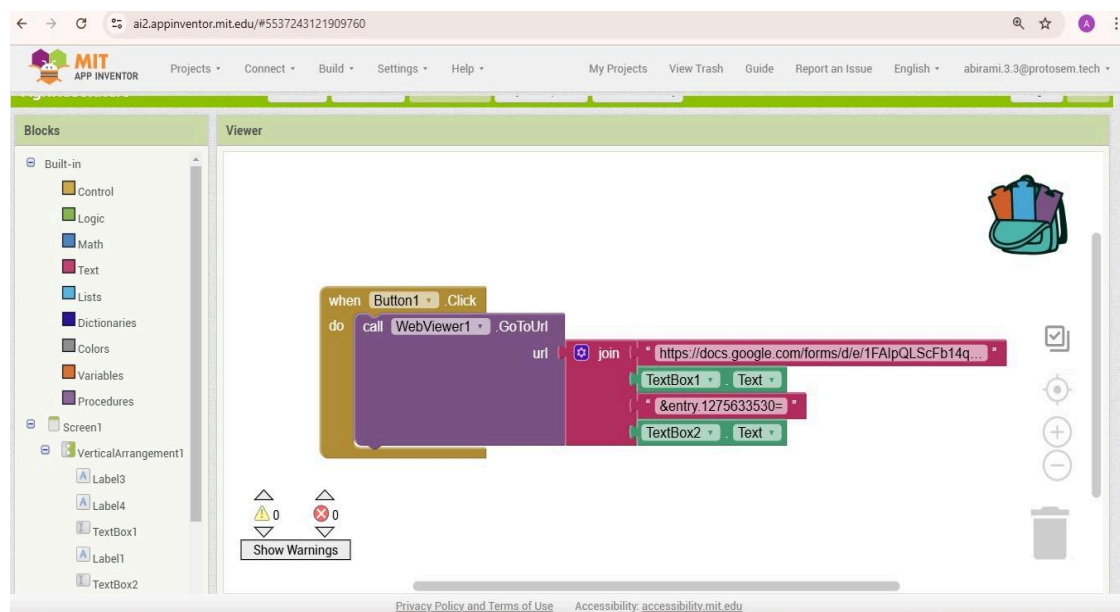
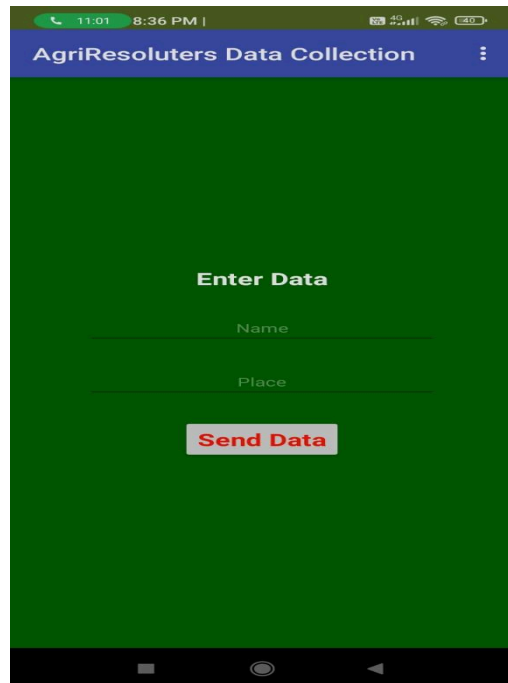
when (WebView1) ErrorOccurred
errorCode description failingUrl
do call (TextToSpeech1) Speak
message get description

when (Clock1) Timer
do set (Clock1) TimerInterval to 0.1
set global graphics to get global graphics + 5
set (Slider1) ThumbPosition to get global graphics
if get global graphics = 100
then set (Clock1) TimerEnabled to false

Show Warnings

Privacy Policy and Terms of Use Accessibility: accessibility.mit.edu

Mit application 2- Agri Resoluters



Mit application 3- Pedometer

